

The Smile Factory: Work at Disneyland

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Part of Walt Disney Enterprises includes the theme park Disneyland. In its pioneering form in Anaheim, California, this amusement center has been a consistent money maker since the gates were first opened in 1955. Apart from its sociological charm, it has, of late, become something of an exemplar for culture vultures and has been held up for public acclaim in several best-selling publications as one of America's top companies, most notably by Peters and Waterman (1982). To outsiders, the cheerful demeanor of its employees, the seemingly inexhaustible repeat business it generates from its customers, the immaculate condition of park grounds, and, more generally, the intricate physical and social order of the business itself appear wondrous.

Disneyland as the self-proclaimed "Happiest Place on Earth" certainly occupies an enviable position in the amusement and entertainment worlds as well as the commercial world in general. Its product, it seems, is emotion—"laughter and well-being." Insiders are not bashful about promoting the product. Bill Ross, a Disneyland executive, summarizes the

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corporate position nicely by noting that "although we focus our attention on profit and loss, day-in and day-out we can not lose sight of the fact that this is a feeling business and we make our profits from that."¹

The "feeling business" does not operate, however, by management decree alone. Whatever services Disneyland executives believe they are providing to the 60 to 70 thousand visitors per day that flow through the park during its peak summer season, employees at the bottom of the organization are the ones who most provide them. The work-a-day practices that employees adopt to amplify or dampen customer spirits are therefore a core concern of this feeling business. The happiness trade is an interactional one. It rests partly on the symbolic resources put into place by history and park design but it also rests on an animated workforce that is more or less eager to greet the guests, pack the trams, push the buttons, deliver the food, dump the garbage, clean the streets, and, in general, marshal the will to meet and perhaps exceed customer expectations. False moves, rude words, careless disregard, detected insincerity, or a sleepy and bored presence can all undermine the enterprise and ruin a sale. The smile factory has its rules.

It's a Small World

The writing that follows² represents Disneyland as a workplace. It is organized roughly as an old-fashioned realist ethnography that tells of a culture in native categories (Van Maanen, 1988). The culture of interest is the Disneyland culture but it is not necessarily the same one invented, authorized, codified, or otherwise approved by park management. Thus the culture I portray here is more of an occupational than a strictly organizational one (Van Maanen & Barley, 1985).

This rendition is of course abbreviated and selective. I focus primarily on such matters as the stock appearance (vanilla), status order (rigid), and social life (full), and swiftly learned codes of conduct (formal and informal) that are associated with Disneyland ride operators. These employees comprise the largest category of hourly workers on the payroll. During the summer months, they number close to four thousand and run the 60-odd rides and attractions in the park.

They are also a well-screened bunch. There is—among insiders and outsiders alike—a rather fixed view about the social attributes carried by the standard-make Disneyland ride operator. Single, white males and females in their early twenties, without facial blemish, of above average

height and below average weight, with straight teeth, conservative grooming standards, and a chin-up, shoulder-back posture radiating the sort of good health suggestive of a recent history in sports are typical of these social identifiers. There are representative minorities on the payroll but because ethnic displays are sternly discouraged by management, minority employees are rather close copies of the standard model Disneylander, albeit in different colors.

This Disneyland look is often a source of some amusement to employees who delight in pointing out that even the patron saint, Walt himself, could not be hired today without shaving off his trademark pencil-thin mustache. But, to get a job in Disneyland and keep it means conforming to a rather exacting set of appearance rules. These rules are put forth in a handbook on the Disney image in which readers learn, for example, that facial hair or long hair is banned for men as are aviator glasses and earrings and that women must not tease their hair, wear fancy jewelry, or apply more than a modest dab of makeup. Both men and women are to look neat and prim, keep their uniforms fresh, polish their shoes, and maintain an upbeat countenance and light dignity to complement their appearance—no low spirits or cornball raffishness at Disneyland.

The legendary "people skills" of park employees, so often mentioned in Disneyland publicity and training materials, do not amount to very much according to ride operators. Most tasks require little interaction with customers and are physically designed to practically insure that is the case. The contact that does occur typically is fleeting and swift, a matter usually of only a few seconds. In the rare event sustained interaction with customers might be required, employees are taught to deflect potential exchanges to area supervisors or security. A Training Manual offers the proper procedure: "On misunderstandings, guests should be told to call City Hall . . . In everything from damaged cameras to physical injuries, don't discuss anything with guests . . . there will always be one of us nearby." Employees learn quickly that security is hidden but everywhere. On Main Street, security cops are Keystone Kops; in Frontierland, they are Town Marshalls; on Tom Sawyer's Island, they are Cavalry Officers, and so on.

Occasionally, what employees call "line talk" or "crowd control" is required of them to explain delays, answer direct questions, or provide directions that go beyond the endless stream of recorded messages coming from virtually every nook and cranny of the park. Because such tasks are so simple, consisting of little more than keeping the crowd informed and moving, it is perhaps obvious why management considers the sharp appearance and wide smile of employees so vital to park operations. There

is little more they could ask of ride operators whose main interactive tasks with visitors consist of being, in their own terms, "information booths," "line signs," "pretty props," "shepherds," and "talking statues."

A few employees do go out of their way to initiate contact with Disneyland customers but, as a rule, most do not and consider those who do to be a bit odd. In general, one need do little more than exercise common courtesy while looking reasonably alert and pleasant. Interactive skills that are advanced by the job have less to do with making customers feel warm and welcome than they do with keeping each other amused and happy. This is, of course, a more complex matter.

Employees bring to the job personal badges of status that are of more than passing interest to peers. In rough order, these include: good looks, college affiliation, career aspirations, past achievements, age (directly related to status up to about age 23 or 24 and inversely related thereafter), and assorted other idiosyncratic matters. Nested closely alongside these imported status badges are organizational ones that are also of concern and value to employees.

Where one works in the park carries much social weight. Postings are consequential because the ride and area a person is assigned provide rewards and benefits beyond those of wages. In-the-park stature for ride operators turns partly on whether or not unique skills are required. Disneyland neatly complements labor market theorizing on this dimension because employees with the most differentiated skills find themselves at the top of the internal status ladder, thus making their loyalties to the organization more predictable.

Ride operators, as a large but distinctly middle-class group of hourly employees on the floor of the organization, compete for status not only with each other but also with other employee groupings whose members are hired for the season from the same applicant pool. A loose approximation of the rank ordering among these groups can be constructed as follows:

1. The upper-class prestigious Disneyland Ambassadors and Tour Guides (bilingual young women in charge of ushering—some say rushing—little bands of tourists through the park);
2. Ride operators performing coveted "skilled work" such as live narrations or tricky transportation tasks like those who symbolically control customer access to the park and drive, the costly entry vehicles such as the antique trains, horse-drawn carriages, and Monorail);
3. All other ride operators;
4. The proletarian Sweepers (keepers of the concrete grounds);

5. The sub-prole or peasant status Food and Concession workers (whose park sobriquets reflect their lowly social worth—"pancake ladies," "peanut pushers," "coke blokes," "suds divers," and the seemingly irreplaceable "soda jerks").

Pay differentials are slight among these employee groups. The collective status adheres, as it does internally for ride operators, to assignment or functional distinctions. As the rank order suggests, most employee status goes to those who work jobs that require higher degrees of special skill, relative freedom from constant and direct supervision, and provide the opportunity to organize and direct customer desires and behavior rather than to merely respond to them as spontaneously expressed.

The basis for sorting individuals into these various broad bands of job categories is often unknown to employees—a sort of deep, dark secret of the casting directors in personnel. When prospective employees are interviewed, they interview for "a job at Disneyland," not a specific one. Personnel decides what particular job they will eventually occupy. Personal contacts are considered by employees as crucial in this job-assignment process as they are in the hiring decision. Some employees, especially those who wind up in the lower ranking jobs, are quite disappointed with their assignments as is the case when, for example, a would-be Adventureland guide is posted to a New Orleans Square restaurant as a pot scrubber. Although many of the outside acquaintances of our pot scrubber may know only that he works at Disneyland, rest assured, insiders will know immediately where he works and judge him accordingly.

Uniforms are crucial in this regard for they provide instant communication about the social merits or demerits of the wearer within the little world of Disneyland workers. Uniforms also correspond to a wider status ranking that casts a significant shadow on employees of all types. Male ride operators on the Autopia wear, for example, untailored jump-suits similar to pit mechanics and consequently generate about as much respect from peers as the grease-stained outfits worn by pump jockeys generate from real motorists in gas stations. The ill-fitting and homogeneous "whites" worn by Sweepers signify lowly institutional work tinged, perhaps, with a reminder of hospital orderlies rather than street cleanup crews. On the other hand, for males, the crisp, officer-like Monorail operator stands alongside the swashbuckling Pirate of the Caribbean, the casual cowpoke of Big Thunder Mountain, or the smartly vested Riverboat pilot as carriers of valued symbols in and outside the park. Employees lust for these higher status positions and the rights to small advantages such uniforms provide.

A lively internal labor market exists wherein there is much scheming for the more prestigious assignments.

For women, a similar market exists although the perceived "sexiness" of uniforms, rather than social rank, seems to play a larger role. To wit, the rather heated antagonisms that developed years ago when the ride "It's a Small World" first opened and began outfitting the ride operators with what were felt to be the shortest skirts and most revealing blouses in the park. Tour Guides, who traditionally headed the fashion vanguard at Disneyland in their above-the-knee kilts, knee socks, tailored vests, black English hats, and smart riding crops were apparently appalled at being upstaged by their social inferiors and lobbied actively (and, judging by the results, successfully) to lower the skirts, raise the necklines, and generally remake their Small World rivals.

Important, also, to ride operators are the break schedules followed on the various rides. The more the better. Work teams develop inventive ways to increase the number of "time-outs" they take during the work day. Most rides are organized on a rotational basis (e.g., the operator moving from a break, to queue monitor, to turnstile overseer, to unit loader, to traffic controller, to driver, and, again, to a break). The number of break men or women on a rotation (or ride) varies by the number of employees on duty and by the number of units on line. Supervisors, foremen, and operators also vary as to what they regard as appropriate break standards (and, more importantly, as to the value of the many situational factors that can enter the calculation of break rituals—crowd size, condition of ride, accidents, breakdowns, heat, operator absences, special occasions, and so forth). Self-monitoring teams with sleepy supervisors and lax (or savvy) foremen can sometimes manage a shift comprised of 15 minutes on and 45 minutes off each hour. They are envied by others and rides that have such a potential are eyed hungrily by others who feel trapped by their more rigid (and observed) circumstances.

Movement across jobs is not encouraged by park management but some does occur (mostly within an area and job category). Employees claim that a sort of "once a sweeper, always a sweeper" rule obtains but all know of at least a few exceptions to prove the rule. The exceptions offer some (not much) hope for those working at the social margins of the park and perhaps keep them on the job longer than might otherwise be expected. Dishwashers can dream of becoming Pirates, and with persistence and a little help from their friends, such dreams just might come true next season (or the next).

These examples are precious, perhaps, but they are also important. There is an intricate pecking order among very similar categories of employees.

Attributes of reward and status tend to cluster, and there is intense concern about the cluster to which one belongs (or would like to belong). To a degree, form follows function in Disneyland because the jobs requiring the most abilities and offering the most interest also offer the most status and social reward. Interaction patterns reflect and sustain this order. Few Ambassadors or Tour Guides, for instance, will stoop to speak at length with Sweepers who speak mostly among themselves or to Food workers. Ride operators, between the poles, line up in ways referred to above with only ride proximity (i.e., sharing a break area) representing a potentially significant intervening variable in the interaction calculation.

These patterns are of more than slight concern because Disneyland, especially in the summer, can be compared quite usefully to a college mixer where across-sex pairing is of great concern (Schwartz & Lever, 1976). More to the point, what Waller (1937) so accurately called the "rating and dating complex" is in full bloom among park employees. The various modern forms of mating games are valued pastimes among Disneyland employees and are often played with corporate status markers in mind. Thus, when Yvone, the reigning Alice in Wonderland, moved in one summer with Ted, a lowly Sweeper, heads were scratched in puzzlement even though most knew that Yvone was, in her other life, a local junior college student and Ted was in premed at USC. The more general point is that romance flourishes in the park and, at least, if folklore is our guide, marriages made in Disneyland are not uncommon.

Even when not devoted strictly to pairing-off objectives, employee pastimes usually involve other employees. Disneyland's softball and volleyball leagues, its official picnics, canoe races, employee nights at the park, beach parties, and so on provide a busy little social scene for those interested. Areas and rides, too, offer social excitement and bonuses such as when kegs of beer are rolled out at an off-site party after work crews break turnstile records ("We put 33,147 on the mountain today"). During the summer, some night crews routinely party in the early morning while day shift crews party at night. Sleep is not a commodity greatly valued by many employees caught up in a valued social whirl.

The so-called youth culture is indeed celebrated in and out of the park. Many employees, for example, live together in the large and cheap (by Los Angeles standards) apartment complexes that surround Disneyland. Employees sometimes refer to these sprawling, pastel, and slightly seedy structures as "the projects" or "worker housing." Yet, the spirited attractiveness of the collective, low-rent lifestyle for those living it is easily grasped by a few landlords in the area who flatly refuse to rent to Disney-

land employees during the summer as a matter of principle and, maybe, sorry experience because these short-term rentals serve as amusement parks for off-duty Disneylanders who, as they say, "know how to party."

A fusion of work and play is notable, however, even when play seems to be the order of the occasion. Certainly no Disneyland get-together would be complete without ride operators launching into their special spiel practiced (or heard continuously on tape) at work:

Welcome aboard the African Queen folks. My name is John and I'll be your guide and skipper for our trip down these rivers of adventure. As we pull away from the loading dock, turn around and take a last look at the people standing there, it may be the last time you ever see them . . . Please keep your hands inside the boat as we go past these hungry alligators, they're always looking for a hand out . . . And now we return to civilization and the greatest danger of all, the California freeways.

The figurative parallel of this party is, of course, the atmosphere of a most collegial college. It has a literal parallel as well.

Paid employment at Disneyland begins with the much renowned University of Disneyland whose faculty runs a day-long orientation program (Traditions I) as part of a 40-hour apprenticeship program, most of which takes place on the rides. In the classroom, however, newly hired ride operators are given a very thorough introduction to matters of managerial concern and are tested on their absorption of famous Disneyland fact, lore, and procedure. Employee demeanor is governed, for example, by three rules:

First, we practice the friendly smile.

Second, we use only friendly and courteous phrases.

Third, we are not stuffy—the only Misters in Disneyland are Mr. Toad and Mr. Smee.

Employees learn too that the Disneyland culture is officially defined. The employee handbook put it in this format:

Dis-ney Cor-po-rate Cul-ture (diz'ne kor'pr'it kul'cher) *n* 1. Of or pertaining to the Disney organization, as a: the philosophy underlying all business decisions; b: the commitment of top leadership and management to that philosophy; c: the actions taken by individual cast members that reinforce the image.

Language is also a central feature of university life and new employees are schooled in its proper use. Customers at Disneyland are, for instance, never referred to as such, they are "guests." There are no rides at Disneyland, only "attractions." Disneyland itself is a "Park," not an amusement

center, and it is divided into "back-stage," "on-stage," and "staging" regions. Law enforcement personnel hired by the park are not policemen, but "security hosts." Employees do not wear uniforms but check out fresh "costumes" each working day from "wardrobe." And, of course, there are no accidents at Disneyland, only "incidents."

So successful is such training that Smith and Eisenberg (1987) report that not a single Disneyland employee uttered the taboo and dread words "uniform," "customer," or "amusement park" during the 35 half-hour interviews they conducted as part of a study on organizational communication. The *Los Angeles Times* (July 28, 1988) also gives evidence on this matter, quoting a tour guide's reaction to the employee's annual canoe races. "It's a good release," she says, "it helps you see the other cast members (park employees) go through the same thing you do." Whether or not employees keep to such disciplined talk with one another is, of course, a moot point because the corporate manual is concerned only with how employees talk to customers or outsiders.

The university curriculum also anticipates probable questions ride operators may someday face from customers and they are taught the approved public response. A sample:

Question (posed by trainer): What do you tell a guest who requests a rain check?

Answer (in three parts): We don't offer rain checks at Disneyland because (1) the main attractions are all indoors; (2) we would go broke if we offered passes; and (3) sunny days would be too crowded if we gave passes.

Shrewd trainees readily note that such an answer blissfully disregards the fact that waiting areas of Disneyland are mostly outdoors and that there are no subways in the park to carry guests from land to land. Nor do they miss the economic assumption concerning the apparent frequency of Southern California rains. They discuss such matters together, of course, but rarely raise them in the training classroom. In most respects, these are recruits who easily take the role of good student.

Classes are organized and designed by professional Disneyland trainers who also instruct a well-screened group of representative hourly employees straight from park operations on the approved newcomer training methods and materials. New-hires seldom see professional trainers in class but are brought on board by enthusiastic peers who concentrate on those aspects of park procedure thought highly general matters to be learned by all employees. Particular skill training (and "reality shock") is reserved for the second wave of socialization occurring on the rides themselves as

operators are taught, for example, how and when to send a mock bobsled caroming down the track or, more delicately, the proper ways to stuff an obese adult customer into the midst of children riding the Monkey car on the Casey Jones Circus Train or, most problematically, what exactly to tell an irate customer standing in the rain who, in no uncertain terms, wants his or her money back and wants it back now.

During orientation, considerable concern is placed on particular values the Disney organization considers central to its operations. These values range from the "customer is king" verities to the more or less unique kind, of which "everyone is a child at heart when at Disneyland" is a decent example. This latter piety is one few employees fail to recognize as also attaching to everyone's mind as well after a few months of work experience. Elaborate checklists of appearance standards are learned and gone over in the classroom and great efforts are spent trying to bring employee emotional responses in line with such standards. Employees are told repeatedly that if they are happy and cheerful at work, so, too, will the guests at play. Inspirational films, hearty pep talks, family imagery, and exemplars of corporate performance are all representative of the strong symbolic stuff of these training rites.

Another example, perhaps extreme, concerns the symbolic role of the canonized founder in the corporate mythology. When Walt Disney was alive, newcomers and veterans alike were told how much he enjoyed coming to the park and just how exacting he was about the conditions he observed. For employees, the cautionary whoop, "Walt's in the park," could often bring forth additional energy and care for one's part in the production. Upon his death, trainers at the University were said to be telling recruits to mind their manners because, "Walt's in the park all the time now."

Yet, like employees everywhere, there is a limit to which such overt company propaganda can be effective. Students and trainers both seem to agree on where the line is drawn for there is much satirical banter, mischievous winking, and playful exaggeration in the classroom. As young seasonal employees note, it is difficult to take seriously an organization that provides its retirees "Golden Ears" instead of gold watches after 20 or more years of service. All newcomers are aware that the label "Disneyland" has both an unserious and artificial connotation and that a full embrace of the Disneyland role would be as deviant as its full rejection. It does seem, however, because of the corporate imagery, the recruiting and selection devices, the goodwill trainees hold toward the organization at entry, the peer-based employment context, and the smooth fit with real student calendars, the job is considered by most ride operators to be a good one.

The University of Disneyland, it appears, graduates students with a modest amount of pride and a considerable amount of fact and faith firmly ingrained as important things to know (if not always accept).

Matters become more interesting as new hires move into the various realms of Disneyland enterprise. There are real customers "out there" and employees soon learn that these good folks do not always measure up to the typically well mannered and grateful guest of the training classroom. Moreover, ride operators may find it difficult to utter the prescribed "Welcome Voyager" (or its equivalent) when it is to be given to the 20-thousandth human being passing through the Space Mountain turnstile on a crowded day in July. Other difficulties present themselves as well, but operators learn that there are others on-stage to assist or thwart them.

Employees learn quickly that supervisors and, to a lesser degree, foremen are not only on the premises to help them, but also to catch them when they slip over or brazenly violate set procedures or park policies. Because most rides are tightly designed to eliminate human judgment and minimize operational disasters, much of the supervisory monitoring is directed at activities ride operators consider trivial: taking too long a break; not wearing parts of one's official uniform such as a hat, standard-issue belt, or correct shoes; rushing the ride (although more frequent violations seem to be detected for the provision of longer-than-usual rides for lucky customers); fraternizing with guests beyond the call of duty; talking back to quarrelsome or sometimes merely querisome customers; and so forth. All are matters covered quite explicitly in the codebooks ride operators are to be familiar with, and violations of such codes are often subject to instant and harsh discipline. The firing of what to supervisors are "malcontents," "trouble-makers," "bumblers," "attitude problems," or simply "jerks" is a frequent occasion at Disneyland, and among part-timers, who are most subject to degradation and being fired, the threat is omnipresent. There are few workers who have not witnessed firsthand the rapid disappearance of a co-worker for offenses they would regard as "Mickey Mouse." Moreover, there are few employees who themselves have not violated a good number of operational and demeanor standards and anticipate, with just cause, the violation of more in the future.³

In part, because of the punitive and what are widely held to be capricious supervisory practices in the park, foremen and ride operators are usually drawn close and shield one another from suspicious area supervisors. Throughout the year, each land is assigned a number of area supervisors who, dressed alike in short-sleeved white shirts and ties with walkie-talkies hitched to their belts, wander about their territories on the lookout for

deviations from park procedures (and other signs of disorder). Occasionally, higher level supervisors pose in "plainclothes" and ghost-ride the various attractions just to be sure everything is up to snuff. Some area supervisors are well-known among park employees for the variety of surreptitious techniques they employ when going about their monitoring duties. Blind observation posts are legendary, almost sacred, sites within the park ("This is where Old Man Weston hangs out. He can see Dumbo, Storybook, the Carousel, and the Tea Cups from here"). Supervisors in Tomorrowland are, for example, famous for their penchant of hiding in the bushes above the submarine caves, timing the arrivals and departures of the supposedly fully loaded boats making the 8½ minute cruise under the polar icecaps. That they might also catch a submarine captain furtively enjoying a cigarette (or worse) while inside the conning tower (his upper body out of view of the crowd on the vessel) might just make a supervisor's day—and unmake the employee's. In short, supervisors, if not foremen, are regarded by ride operators as sneaks and tricksters out to get them and representative of the dark side of park life. Their presence is, of course, an orchestrated one and does more than merely watch over the ride operators. It also draws operators together as cohesive little units who must look out for one another while they work (and shirk).

Supervisors are not the only villains who appear in the park. The treachery of co-workers, while rare, has its moments. Pointing out the code violations of colleagues to foremen and supervisors—usually in secret—provides one avenue of collegial duplicity. Finks, of all sorts, can be found among the peer ranks at Disneyland, and although their dirty deeds are uncommon, work teams on all rides go to some effort to determine just who they might be and, if possible, drive them from their midst. Although there is little overt hazing or playing of pranks on newcomers, they are nonetheless carefully scrutinized on matters of team (and ride) loyalty, and those who fail the test of "member in good standing" are subject to some very uncomfortable treatment. Innuendo and gossip are the primary tools in this regard, with ridicule and ostracism (the good old silent treatment) providing the backup. Since perhaps the greatest rewards working at Disneyland offers its ride operator personnel are those that come from belonging to a tight little network of like-minded and sociable peers where off-duty interaction is at least as vital and pleasurable as the on-duty sort, such mechanisms are quite effective. Here is where some of the most powerful and focused emotion work in the park is found, and those subject to negative sanction, rightly or wrongly, will grieve, but grieve alone.

Employees are also subject to what might be regarded as remote controls. These stem not from supervisors or peers but from thousands of paying guests who parade daily through the park. The public, for the most part, wants Disneyland employees to play only the roles for which they are hired and costumed. If, for instance, Judy of the Jets is feeling tired, grouchy, or bored, few customers want to know about it. Disneyland employees are expected to be sunny and helpful; and the job, with its limited opportunities for sustained interaction, is designed to support such a stance. Thus, if a ride operator's behavior drifts noticeably away from the norm, customers are sure to point it out—"Why aren't you smiling?" "What's wrong with you?" "Having a bad day?" "Did Goofy step on your foot?" Ride operators learn swiftly from the constant hints, glances, glares, and tactful (and tactless) cues sent by their audience what their role in the park is to be, and as long as they keep to it, there will be no objections from those passing by.

I can remember being out on the river looking at the people on the Mark Twain looking down on the people in the Keel Boats who are looking up at them. I'd come by on my raft and they'd all turn and stare at me. If I gave them a little wave and a grin, they'd all wave back and smile; all ten thousand of them. I always wondered what would happen if I gave them the finger? (Ex-ride operator, 1988)

Ride operators also learn how different categories of customers respond to them and the parts they are playing on-stage. For example, infants and small children are generally timid, if not frightened, in their presence. School-age children are somewhat curious, aware that the operator is at work playing a role but sometimes in awe of the role itself. Nonetheless, these children can be quite critical of any flaw in the operator's performance. Teenagers, especially males in groups, present problems because they sometimes go to great lengths to embarrass, challenge, ridicule, or outwit an operator. Adults are generally appreciative and approving of an operator's conduct provided it meets their rather minimal standards, but they sometimes overreact to the part an operator is playing (positively) if accompanied by small children. A recent study of the Easter Bunny points out a similar sort of response on the part of adults to fantasy (Hickey, Thompson, & Foster, 1988). It is worth noting too that adults outnumber children in the park by a wide margin. One count reports an adult-to-children ratio of four-to-one (King, 1981).

The point here is that ride operators learn what the public (or, at least, their idealized version of the public) expects of their role and find it easier

to conform to such expectations than not. Moreover, they discover that when they are bright and lively others respond to them in like ways. This Goffmanesque balancing of the emotional exchange is such that ride operators come to expect good treatment. They assume, with good cause, that most people will react to their little waves and smiles with some affection and perhaps joy. When they do not, it can ruin a ride operator's day.

With this interaction formula in mind, it is perhaps less difficult to see why ride operators detest and scorn the ill-mannered or unruly guest. At times, these grumpy, careless, or otherwise unresponsive characters insult the very role the operators play and have come to appreciate—"You can't treat the Captain of the USS Nautilus like that!" Such out-of-line visitors offer breaks from routine, some amusement, consternation, or the occasional job challenge that occurs when remedies are deemed necessary to restore employee and role dignity.

By and large, however, the people-processing tasks of ride operators pass good naturedly and smoothly, with operators hardly noticing much more than the bodies passing in front of view (special bodies, however, merit special attention as when crew members on the subs gather to assist a young lady in a revealing outfit on board and then linger over the hatch to admire the view as she descends the steep steps to take her seat on the boat). Yet, sometimes, more than a body becomes visible, as happens when customers overstep their roles and challenge employee authority, insult an operator, or otherwise disrupt the routines of the job. In the process, guests become "dofusses," "ducks," and "assholes" (just three of many derisive terms used by ride operators to label those customers they believe to have gone beyond the pale). Normally, these characters are brought to the attention of park security officers, ride foremen, or area supervisors who, in turn, decide how they are to be disciplined (usually expulsion from the park).

Occasionally, however, the alleged slight is too personal or simply too extraordinary for a ride operator to let it pass unnoticed or merely inform others and allow them to decide what, if anything, is to be done. Restoration of one's respect is called for and routine practices have been developed for these circumstances. For example, common remedies include: the "seatbelt squeeze," a small token of appreciation given to a deviant customer consisting of the rapid cinching-up of a required seatbelt such that the passenger is doubled-over at the point of departure and left gasping for the duration of the trip; the "break-toss," an acrobatic gesture of the Autopia trade whereby operators jump on the outside of a norm violator's car, stealthily unhitching the safety belt, then slamming on the brakes, bringing

the car to an almost instant stop while the driver flies on the hood of the car (or beyond); the "seatbelt slap," an equally distinguished (if primitive) gesture by which an offending customer receives a sharp, quick snap of a hard plastic belt across the face (or other parts of the body) when entering or exiting a seat-belted ride; the "break-up-the-party" gambit, a queuing device put to use in officious fashion whereby bothersome pairs are separated at the last minute into different units, thus forcing on them the pain of strange companions for the duration of a ride through the Haunted Mansion or a ramble on Mr. Toad's Wild Ride; the "hatch-cover ploy," a much beloved practice of Submarine pilots who, in collusion with mates on the loading dock, are able to drench offensive guests with water as their units pass under a waterfall; and, lastly, the rather ignoble variants of the "Sorry-I-didn't-see-your-hand" tactic, a savage move designed to crunch a particularly irksome customer's hand (foot, finger, arm, leg, etc.) by bringing a piece of Disneyland property to bear on the appendage, such as the door of a Thunder Mountain railroad car or the starboard side of a Jungle Cruise boat. This latter remedy is, most often, a "near miss" designed to startle the little criminals of Disneyland.

All of these unofficial procedures (and many more) are learned on the job. Although they are used sparingly, they are used. Occasions of use provide a continual stream of sweet revenge talk to enliven and enrich colleague conversation at break time or after work. Too much, of course, can be made of these subversive practices and the rhetoric that surrounds their use. Ride operators are quite aware that there are limits beyond which they dare not pass. If they are caught, they know that restoration of corporate pride will be swift and clean.

In general, Disneyland employees are remarkable for their forbearance and polite good manners even under trying conditions. They are taught, and some come to believe, for a while at least, that they are really "on-stage" at work. And, as noted, surveillance by supervisory personnel certainly fades in light of the unceasing glances an employee receives from the paying guests who tromp daily through the park in the summer. Disneyland employees know well that they are part of the product being sold and learn to check their more discriminating manners in favor of the generalized countenance of a cheerful lad or lassie whose enthusiasm and dedication is obvious to all.

At times, the emotional resources of employees appear awesome. When the going gets tough and the park is jammed, the nerves of all employees are frayed and sorely tested by the crowd, din, sweltering sun, and eye-burning smog. Customers wait in what employees call "bullpens" (and

park officials call "reception areas") for up to several hours for a 3½ minute ride that operators are sometimes hell-bent on cutting to 2½ minutes. Surely a monument to the human ability to suppress feelings has been created when both users and providers alike can maintain their composure and seeming regard for one another when in such a fix.

It is in this domain where corporate culture and the order it helps to sustain must be given its due. Perhaps the depth of a culture is visible only when its members are under the gun. The orderliness—a good part of the Disney formula for financial success—is an accomplishment based not only on physical design and elaborate procedures, but also on the low-level, part-time employees who, in the final analysis, must be willing, even eager, to keep the show afloat. The ease with which employees glide into their kindly and smiling roles is, in large measure, a feat of social engineering. Disneyland does not pay well; its supervision is arbitrary and skin-close; its working conditions are chaotic; its jobs require minimal amounts of intelligence or judgment; and asks a kind of sacrifice and loyalty of its employees that is almost fanatical. Yet, it attracts a particularly able workforce whose personal backgrounds suggest abilities far exceeding those required of a Disneyland traffic cop, people stuffer, queue or line manager, and button pusher. As I have suggested, not all of Disneyland is covered by the culture put forth by management. There are numerous pockets of resistance and various degrees of autonomy maintained by employees. Nonetheless, adherence and support for the organization are remarkable. And, like swallows returning to Capistrano, many part-timers look forward to their migration back to the park for several seasons.

The Disney Way

Four features alluded to in this unofficial guide to Disneyland seem to account for a good deal of the social order that obtains within the park. First, socialization, although costly, is of a most selective, collective, intensive, serial, sequential, and closed sort.⁴ These tactics are notable for their penetration into the private spheres of individual thought and feeling (Van Maanen & Schein, 1979). Incoming identities are not so much dismantled as they are set aside as employees are schooled in the use of new identities of the situational sort. Many of these are symbolically powerful and, for some, laden with social approval. It is hardly surprising that some of the more problematic positions in terms of turnover during the summer occur in the food and concession domains where employees

apparently find little to identify with on the job. Cowpokes on Big Thunder Mountain, Jet Pilots, Storybook Princesses, Tour Guides, Space Cadets, Jungle Boat Skippers, or Southern Belles of New Orleans Square have less difficulty on this score. Disneyland, by design, bestows identity through a process carefully set up to strip away the job relevance of other sources of identity and learned response and replace them with others of organizational relevance. It works.

Second, this is a work culture whose designers have left little room for individual experimentation. Supervisors, as apparent in their focused wandering and attentive looks, keep very close tabs on what is going on at any moment in all the lands. Every bush, rock, and tree in Disneyland is numbered and checked continually as to the part it is playing in the park. So too are employees. Discretion of a personal sort is quite limited while employees are "on-stage." Even "back-stage" and certain "off-stage" domains have their corporate monitors. Employees are indeed aware that their "off-stage" life beyond the picnics, parties, and softball games is subject to some scrutiny for police checks are made on potential and current employees. Nor do all employees discount the rumors that park officials make periodic inquiries on their own as to a person's habits concerning sex and drugs. Moreover, the sheer number of rules and regulations is striking, thus making the grounds for dismissal a matter of multiple choice for supervisors who discover a target for the use of such grounds. The feeling of being watched is, unsurprisingly, a rather prevalent complaint among Disneyland people and it is one that employees must live with if they are to remain at Disneyland.

Third, emotional management occurs in the park in a number of quite distinct ways. From the instructors at the university who beseech recruits to "wish every guest a pleasant good day," to the foremen who plead with their charges to, "say thank you when you herd them through the gate," to the impish customer who seductively licks her lips and asks, "what does Tom Sawyer want for Christmas?" appearance, demeanor, and etiquette have special meanings at Disneyland. Because these are prized personal attributes over which we normally feel in control, making them commodities can be unnerving. Much self-monitoring is involved, of course, but even here self-management has an organizational side. Consider ride operators who may complain of being "too tired to smile" but, at the same time, feel a little guilty for uttering such a confession. Ride operators who have worked an early morning shift on the Matterhorn (or other popular rides) tell of a queasy feeling they get when the park is opened for business and they suddenly feel the ground begin to shake under their feet and hear

the low thunder of the hordes of customers coming at them, oblivious of civil restraint and the small children who might be among them. Consider, too, the discomforting pressures of being "on-stage" all day and the cumulative annoyance of having adults ask permission to leave a line to go to the bathroom, whether the water in the lagoon is real, where the well-marked entrances might be, where Walt Disney's cryogenic tomb is to be found,⁵ or—the real clincher—whether or not one is "really real."

The mere fact that so much operator discourse concerns the handling of bothersome guests suggests that these little emotional disturbances have costs. There are, for instance, times in all employee careers when they put themselves on "automatic pilot," "go robot," "can't feel a thing," "lapse into a dream," "go into a trance," or otherwise "check out" while still on duty. Despite a crafty supervisor's (or curious visitor's) attempt to measure the glimmer in an employee's eye, this sort of willed emotional numbness is common to many of the "on-stage" Disneyland personnel. Much of this numbness is, of course, beyond the knowledge of supervisors and guests because most employees have little trouble appearing as if they are present even when they are not. It is, in a sense, a passive form of resistance that suggests there still is a sacred preserve of individuality left among employees in the park.

Finally, taking these three points together, it seems that even when people are trained, paid, and told to be nice, it is hard for them to do so all of the time. But, when efforts to be nice have succeeded to the degree that is true of Disneyland, it appears as a rather towering (if not always admirable) achievement. It works at the collective level by virtue of elaborate direction. Employees—at all ranks—are stage-managed by higher ranking employees who, having come through themselves, hire, train, and closely supervise those who have replaced them below. Expression rules are laid out in corporate manuals. Employee time-outs intensify work experience. Social exchanges are forced into narrow bands of interacting groups. Training and retraining programs are continual. Hiding places are few. Although little sore spots and irritations remain for each individual, it is difficult to imagine work roles being more defined (and accepted) than those at Disneyland. Here, it seems, is a work culture worthy of the name.

Notes

1. The quote is drawn from a transcript of a speech made to senior managers of Hurrah's Club by Bill Ross, Vice President for Human Relations at Disneyland, in January 1988. Elsewhere in

this account I draw on other in-house publications to document my tale. Of use in this regard are: "Your Role in the Show" (1982), "Disneyland: The First Thirty Years" (1985), "The Disney Approach to Management" (1986), and Steven Birnbaum's semi-official travel guide to Disneyland (1988). The best tourist guide to the park I've read is Sehlinger's (1987) adamantly independent *The Unofficial Guide to Disneyland*.

2. This account is drawn primarily on my three-year work experience as a "permanent part-time" ride operator at Disneyland during the late 1960s. Sporadic contacts have been maintained with a few park employees and periodic visits, even with children in tow, have proved instructive. Also, lengthy, repeated beach interviews of a most informal sort have been conducted over the past few summers with ride operators (then) employed at the park. There is a good deal written about Disneyland, and I have drawn from these materials as indicated in the text. I must note finally that this is an unsponsored and unauthorized treatment of the Disneyland culture and is at odds on several points with the views set forth by management.

3. The author serves as a case in point for I was fired from Disneyland for what I still consider a Mickey Mouse offense. The specific violation—one of many possible—involved hair growing over my ears, an offense I had been warned about more than once before the final cut was made. The form my dismissal took, however, deserves comment for it is easy to recall and followed a format familiar to an uncountable number of ex-Disneylanders. Dismissal began by being pulled off the ride after my work shift had begun by an area supervisor in full view of my cohorts. A forced march to the administration building followed where my employee card was turned over and a short statement read to me by a personnel officer as to the formal cause of termination. Security officers then walked me to the employee locker room where my work uniforms and equipment were collected and my personal belongings returned to me while an inspection of my locker was made. The next stop was the time shed where my employee's time card was removed from its slot, marked "terminated" across the top in red ink, and replaced in its customary position (presumably for Disneylanders to see when clocking on or off the job over the next few days). As now an ex-ride operator, I was escorted to the parking lot where two security officers scraped off the employee parking sticker attached to my car. All these little steps of status degradation in the Magic Kingdom were quite public and, as the reader might guess, the process still irks. This may provide the reader with an account for the tone of this narrative, although it shouldn't since I would also claim I was ready to quit anyway since I had been there far too long. At any rate, it may just be possible that I now derive as much a part of my identity from being fired from Disneyland as I gained from being employed there in the first place.

4. These tactics are covered in some depth in Van Maanen (1976, 1977) and Van Maanen and Schein (1979). When pulled together and used simultaneously, a people processing system of some force is created that tends to produce a good deal of conformity among recruits who, regardless of background, come to share very similar occupational identities, including just how they think and feel on the job. Such socialization practices are common whenever recruits are bunched together and processed as a batch and when role innovation is distinctly unwanted on the part of the agents of such socialization.

5. The unofficial answer to this little gem of a question is: "Under Sleeping Beauty's castle." Nobody knows for sure since the immediate circumstances surrounding Walt Disney's death are vague—even in the most careful accounts (Mosley, 1983; Schickel, 1985). Officially, his ashes are said to be peacefully at rest in Forest Lawn. But the deep freeze myth is too good to let go of because it so neatly complements all those fairy tales Disney expropriated and popularized when alive. What could be more appropriate than thinking of Walt on ice, waiting for technology's kiss to restore him to life in a hidden vault under his own castle in the Magic Kingdom?